



0010

All **Beyond** games are guaranteed to load first time.
Unauthorised copying, hiring, lending, publishing in printed
form or broadcasting of this cassette is prohibited.
© 1984 Datamost Inc. All rights reserved.

Launch your Mindprobe into the unfathomable "Metareal" world of Ankh. Where logic works but doesn't rule and where every portal is a challenge to be probed, pushed and finally persuaded to reveal a treasure, a tool or a new mystery.
64 rooms of bewildering variety to explore.

The Metareal world of Ankh demands investigation.

- Can you discover the secret of the vanishing pyramids?
- Or pass through the twin Rooms of Many Portals?
- How soon will you discover the full capabilities of your Mindprobe?

Adventures in the bewildering world of Ankh will frustrate you and confuse you, but ultimately reward you as new treasures are unearthed and its many mysterious layers are peeled away.

It is a puzzle unlike anything you have played before – no text, but problems which will require you to think logically, laterally and perhaps desperately.

You'll need to turn your opponents into opportunities, manipulate your environment and utilise the baffling tools that exist in the Metareal world.

To tell you more would be to detract from the wealth of discovery and achievement that awaits you – but once you begin to play, you'll know that there is nothing quite like Ankh.

Loading Instructions (Cassette)

Press **SHIFT** and **RUN** and then **PLAY** on your cassette recorder. Then follow the screen instructions.

Loading Instructions (Diskette)

Type Load "*", 8, 1. Then follow screen instructions.

To Play Ankh

Take control of your Mindprobe
Open the first portal to begin the journey
Explore all 64 rooms.

Your Power is the white line to the right of the Ankh field. Power is gained by entering new rooms and by shooting or probing objects. Power is lost when you collide with your environment – the game is over when all Power is lost.

Operation of the Mindprobe:

Use of a joystick
(port 2) is recommended.

To move:

Pull stick or key: **I** up, **J** left, **K** down, **L** right.

To stop:

Press trigger or Space Bar.

To fire:

Press trigger and pull stick or key **E** up, **S** left, **D** down, **F** right.

To probe or take an object:

PRESS **SHIFT LOCK** then follow above Fire procedure, then release **SHIFT LOCK**.

To set object down:

Press **1**, **2**, **3**, or **4**, determined by which box the desired object resides in.

To pause:

Press left arrow.

For careful manoeuvering:

Use **SHIFT LOCK** and follow usual move procedure, then release.

To begin:

You begin on the Choose screen.

Press cursor down for a review of the key usages and an abstract chance to acquaint yourself with them.

Press cursor up for a preliminary and in no way mandatory perplexity.

Press cursor right to start.

Press STOP after any of the above to return to the Choose screen.

Absorb the introduction, beyond the last score screen. Press left arrow to review the introduction if you wish, or press the Space Bar or fire button to play.

Listen!

Your actions may trigger a reaction in another room.

Finally,

your one clue: Sound on pitch creates ideas and emotion.

Sequence your hearing to cross Ankh's ocean.

While we don't want to give too much away in these instructions, we are offering guidance to those really in need. The Ankh help-line is on 01-837 3699. For those really bright souls who can work their way through Ankh's challenges we will pose a question:

How can you progress past the Room of Random Firing? (You'll know it when you see it!)

First five correct answers we receive will win a copy of one of our other Commodore 64 programs.

Tell us whether you would like a copy of Aztec, Mr. Robot, or My-Chess.

AZTEC. MYCHESS II. Mr. ROBOT.

ALL the above games retail at £8.95 on cassette and £11.95 on disc for the Commodore 64. And all are available through our mail order operation at: Competition House, Farndon Road, Market Harborough, Leicester LE16 9NR. Or phone the Beyond Hotline 0858 34567 to order by Access or Visa card.

If you have any problems with loading this game, please return it to the above address.

For general enquiries or competition entries, write to: Beyond, Durrant House, Herbal Hill, London EC1R 5EJ.



Licensed in conjunction with "International Computer Group".